

IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A game execution system comprising:

a game controller configured to control a predetermined game, the game controller allowing the game to be executed between the game controller and a terminal according to an instruction from the terminal;

a time management unit configured to advance an entry time in which a user can enter the game;

a decision unit configured to ~~decide~~ generate a result of the game by using a computer logic before the entry time managed by the time management unit elapses;

a forecast information obtaining unit configured to obtain a forecast information including a forecast for the result of the game from the user before the entry time managed by the time management unit elapses;

a result determination unit configured to determine, based on the result ~~decided~~ generated by the decision unit and forecast information obtained by the forecast information obtaining unit, whether the result of the game agrees with the forecast or not, before the entry time managed by the time management unit elapses; and

a calculation unit configured to calculate a predetermined amount of money to pay to the user based on the determination by the result determination unit before the entry time managed by the time management unit elapses.

Claim 2 (Previously Presented): The game execution system as set forth in claim 1, wherein:

the game controller is configured to control the game comprising a plurality of programs; and

the terminal is configured to obtain some of the programs controlled by the game controller, and to execute part of the game based on obtained programs.

Claim 3 (Original): The game execution system as set forth in claim 2, wherein the game is a mass game a plurality of users enter.

Claim 4 (Original): The game execution system as set forth in claim 3, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 5 (Previously Presented): The game execution system as set forth in claim 4, wherein the decision unit decides a racehorse to win the competitive game, and the game execution system further comprising an advancement unit configured to advance the competitive game such that the racehorse decided by the decision unit wins in the competitive game.

Claims 6-7 (Canceled).

Claim 8 (Previously Presented): The game execution system as set forth in claim 5, further comprising:

an effect decision unit configured to decide effect contents of each of the racehorses to race in the competitive game after a lapse of the entry time managed by the time management unit; and

a display unit configured to display the effect contents decided by the effect decision unit.

Claim 9 (Previously Presented): The game execution system as set forth in claim 8, further comprising:

a counter configured to count a number of users entering the competitive game;

wherein

the effect decision unit is configured to decide the effect contents, in accordance with the number of users counted by the counter.

Claim 10 (Previously Presented): The game execution system as set forth in claim 9, wherein the effect decision unit is configured to decide an effect time of the effect contents, in accordance with the number of users counted by the counter.

Claim 11 (Canceled).

Claim 12 (Previously Presented): The game execution system as set forth in claim 1, further comprising:

a start management unit configured to manage a start time to display effect contents;

and

a display unit configured to display the effect contents when the start time managed by the start management unit elapsed.

Claim 13 (Canceled).

Claim 14 (Previously Presented): The game execution system as set forth in claim 12, further comprising a contents changing unit configured to change the effect contents, based on the determination by the result determination unit.

Claim 15 (Previously Presented): The game execution system as set forth in claim 12, further comprising an extension unit configured to extend an effect time of the effect contents, based on the determination by the result determination unit.

Claim 16 (Previously Presented): The game execution system as set forth in claim 12, further comprising a notification unit configured to notify the terminal of the determination by the result determination unit or the result.

Claim 17 (Previously Presented): The game execution system as set forth in claim 12, wherein the notification unit notifies the terminal of the determination by the result determination unit or the result after an elapse of the start time managed by the start management unit.

Claim 18 (Previously Presented): The game execution system as set forth in claim 1, further comprising:

an authentication unit configured to obtain identification information identifying the user and checking whether the user is an authentic person or not, based on obtained identification information; and

a transmission unit configured to transmit some programs of the game, based on the result of the checking by the authentication unit.

Claim 19 (Currently Amended): A game execution method employed at a game execution system including a game controller configured to control a predetermined game and allow the game to be executed between the game controller and a terminal according to an instruction from the terminal, the game execution method comprising the steps of:

managing an entry time in which a user can enter the game;

~~deciding~~ generating a result of the game by using a computer logic before the managed entry time elapses;

obtaining forecast information including a forecast for the result of the game from the user before the managed entry time elapses;

determining, based on the ~~decided~~ generated result of the game and the obtained forecast information, whether the result of the game agrees with the forecast or not, before the managed entry time elapses; and

calculating a predetermined amount of money to pay to the user based on the determination determined at the determining step before the managed entry time elapses.

Claim 20 (Previously Presented): The game execution method as set forth in claim 19, further comprising the steps of:

controlling the game comprising a plurality of programs by the game controller; and

obtaining some of the programs controlled by the game controller, and executing part of the game based on the obtained programs, by the terminal.

Claim 21 (Original): The game execution method as set forth in claim 20, wherein the game is a mass game a plurality of users enter.

Claim 22 (Original): The game execution method as set forth in claim 21, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 23 (Previously Presented): The game execution method as set forth in claim 22, wherein a racehorse to win the competitive game is decided at the deciding step, and the game execution method further comprising the step of advancing the competitive game such that the decided racehorse wins in the competitive game.

Claims 24-25 (Canceled).

Claim 26 (Previously Presented): The game execution method as set forth in claim 23, further comprising the steps of:

deciding effect contents of each of the racehorses to race in the competitive game after an elapse of the managed entry time; and  
displaying the decided effect contents.

Claim 27 (Previously Presented): The game execution method as set forth in claim 26, further comprising the steps of:

counting a number of users entering the competitive game; and  
deciding the effect contents in accordance with the counted number of users.

Claim 28 (Original): The game execution method as set forth in claim 27, further comprising the step of deciding an effect time of the effect contents in accordance with the counted number of users.

Claim 29 (Canceled).

Claim 30 (Previously Presented): The game execution method as set forth in claim 19, further comprising the steps of:

managing a start time to display effect contents; and  
displaying the effect contents when the managed start time elapsed.

Claim 31 (Canceled).

Claim 32 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of changing the effect contents based on the result of the determination.

Claim 33 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of extending the effect time of the effect contents based on the result of the determination.

Claim 34 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of notifying the terminal of the result of the determination or the result.

Claim 35 (Previously Presented): The game execution method as set forth in claim 30, further comprising the step of notifying the terminal of the result of the determination or the result after an elapse of the managed start time.

Claim 36 (Previously Presented): The game execution method as set forth in claim 19, further comprising the steps of:

obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on the obtained identification information; and transmitting some programs of the game, based on the result of the checking.

Claim 37 (Previously Presented): The game execution system as set forth in claim 1, wherein the computer logic includes a random number function of randomly varying numbers.

Claim 38 (Previously Presented): The game execution method as set forth in claim 19, wherein the computer logic includes a random number function of randomly varying numbers.

Claim 39 (New): The game execution system as set forth in claim 1, wherein the decision unit is configured to generate a result of the game by determining an outcome for an event from a plurality of possible outcomes for the event that are presented to the user to select from.

Claim 40 (New): A game providing method of providing a game by a game providing device to a plurality of client terminals via a communication network, the game providing method comprising:



transmitting at least a software for displaying effect contents of a game by the game providing device, upon a result that a client for each of the plurality of client terminals is identified as an authentic person on registration or application for participating in the game;

after fixing a game result for each game by a lottery, transmitting to each of the client terminals a specification information of effect patterns corresponding to the game result fixed by the lottery or results of win or loss with respect to bets done with each of the client terminals, by the game providing device; and

setting the effect contents of a game executed by the software for displaying effect contents of a game based on the specification information of the effect patterns, by each of the client terminals.

Claim 41 (New): The game providing method as set forth in claim 40, further comprising:

starting to display the effect contents of a game executed by the software for displaying effect contents of a game when it reaches a starting time for displaying the effect contents of a game, by each of the client terminals; and then

changing the effect contents of a game to be displayed based on the specification information of the effect patterns provided by the game providing device, by each of the client terminals.